

defiant against. Sometimes blatant violence and command is the most effective route to take when some person or nation is making an attempt at domination. Take an invading army, for instance. There is often little need for soldiers with weapons to utilize subtle domination tactics. They can simply say "submit or die" and any unarmed or unorganized victims have little choice but to submit.

The situation gets much more complicated and probably many times more effective when subtle, hidden domination tactics are utilized. Within a nation such as the United States, the only group that has the right to exercise direct domination tactics backed by the threat of violence is the government. But even the government does not have absolute rights in this regard, and often must hide its true base of power under ideology and the support of the people. Citizens within this nation do not have the right to use violence to back up their attempts at domination, and as such would-be dominators have been forced to adapt to the situation by developing more subtle approaches.

All change begins with the individual, and it is only after an individual has initiated a change that change can spread to society as whole. Thus it is vitally important to completely understand the workings of domination at a micro-level; at the level of person to person contact. For no groups will ever read this book, it is only individuals who will read this book. In order for these individuals to make any realistic changes in society they must first learn to operate well within their day to day social contacts, as it only through these that change can be created in society as a whole.

In the day to day life of an individual control fields are everywhere. One need only enter into any social situation - be it the grocery store, gas station, mall, or classroom - to become subject to the effects of control fields. Though it is true that in order to make a desired change a person must take the correct actions in the correct situation, at the correct time, and in the correct place; the world at large is a perfect model of any social situation that may become the decisive situation. In other words, though most of the social contacts a person may make in the world at large are meaningless in the grand scheme of things, they tend to be exactly like the social moves a person will make when it really counts. Society and people are in many ways uniform, but the correct time and place must be selected to make an effective move.

The real power of control field exists within the mind. If a human wishes to resist a control field, the mind must be trained until it is stronger than the control field entered. If a mind is not stronger than a control field, it will be controlled.

Impossibility Walls

Since the conscious, thinking portion of an average modern human mind is little more than the product of a socioculturally programmed memetic framework, the average human is only capable of thinking within certain pre-programmed boundaries. As thought leads to action, the average human cannot act in a manner not allowed by sociocultural programming (until such a time as the programming loses its hold over the mind). Therefore, to a programmed human, certain actions within sociocultural systems are for all practical purposes impossible. The boundaries which demarcate possible action from impossible action are impossibility walls. An impossibility wall is a metaphysical concept representing action which is impossible to take because a mind will not allow the particular action to be taken.

Impossibility walls are concurrently impregnable bastions and illusionary barriers which can easily be stepped through, depending entirely upon how an individual perceives the wall. As long as a mind

is programmed to regard a particular impossibility wall as an impassable barrier, the wall will remain an impassable barrier. But when an impossibility wall is seen for what it is -- an entirely mental and illusionary memetic construct which serves to define the boundary between possible and impossible action -- it can be bypassed with relative ease. Programmed men and women who observe another individual bypassing an impossibility wall will consider the bypassing of the impossibility wall miraculous, because for all intents and purposes they have witnessed the occurrence of the impossible. This is the true definition of the term miracle.

How else could it be that a tiny but consistent percentage of every human population manages to exhibit miraculous movements within social structures? Carpenters become movie stars, farmers become kings. The average programmed man believes (because his programming makes him believe) that such social maneuvers are 'one in a million', or the result of blind luck. When in reality, any human able to see and manipulate the Root Social Matrix is theoretically able to move from any one position in the RSM to any other position. The only thing keeping any human from moving at will within the Root Social Matrix is a proper understanding of the workings of the Root Social Matrix. Sociocultural programming inhibits human from seeing, studying, and manipulating the RSM. If a human learns to see, comprehend, and manipulate the Root Social Matrix, he becomes capable of taking any necessary action within the RSM, within the bounds of the particular acceptable action matrix he creates for himself, to move into any sociocultural position, or status.

An Social Boundary Demarking the Influence of the Ideal Types

In a linguistic sense, ideal types can be defined as the dominant memetic structures within a particular sociocultural matrix. Any idea or image currently popular with the masses can be properly labeled an ideal type. Therefore, only ideas, images, and actions which fall within the memetically defined boundaries comprising a particular ideal type are possible for those dominated by the thought contagion which creates the particular ideal type.

For example, a basketball fan dominated by the Kobe Bryant ideal type thought contagion would not consider any man a first rate basketball player who does not conform to the Kobe Bryant image; that is, no basketball player can be exceptionally talented who does not look, act, and play like Kobe Bryant. Another player in the NBA could, in purely objective terms, be a better player than Kobe Bryant, but anyone dominated by the Kobe Bryant ideal type image would be unable to see the talent inherent in the player who does not conform to the Kobe Bryant ideal type image. The same situation relates to any position, image, idea, or type of action within a particular sociocultural matrix. Ideal type managers, books, movies, songs, ideologies, and acceptable ways of acting are prevalent in any social structure of any size. Most will be unable to see the potential of a competing memetic structure until that memetic structure becomes the new ideal type, by replacing the old ideal type.

As ideal types are memetic structures, by nature they create impossibility walls in the minds of those who are infected by the particular ideal type thought contagion. That is, as memetic structures are mental constructs which bind onto the frameworks which constitute the thinking, conscious mind, by their nature memetic structures serve to define possible boundaries of thought, within certain boundaries corresponding with the elements of the particular memetic structure. Every thought contagion which infects a mind alters possible thought, and therefore possible action.